

# Bard Boulderbottom, Good dwarf 10th level warlord

<b>Strength</b>	18	+4	+9	<b>Armor Class</b>	23	<b>Hit Points</b>	71
<b>Constitution</b>	14	+2	+7	<b>Fortitude</b>	21	<b>Bloodied</b>	35
<b>Dexterity</b>	11	—	+5	<b>Reflex</b>	18	<b>Healing Surge</b>	17
<b>Intelligence</b>	14	+2	+7	<b>Will</b>	19	<b>Surges/Day</b>	9
<b>Wisdom</b>	12	+1	+6	<b>Initiative</b>	+10	<b>Second Wind</b>	<input type="checkbox"/>
<b>Charisma</b>	15	+2	+7	<b>Speed</b>	5		

## Race and Class Features

- ◆ Low-light vision
- ◆ Languages: Common, Dwarven
- ◆ +5 racial bonus to saving throws against poison.
- ◆ **Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.
- ◆ **Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.
- ◆ **Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load.
- ◆ **Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.
- ◆ **Combat Leader:** You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.
- ◆ **Inspiring Presence:** When an ally who can see you spends an action point, that ally also regains 7 hit points.

## Feats

- ◆ Improved Initiative (You get a +4 feat bonus to initiative checks.)
- ◆ Inspired Recovery (When an ally who can see you spends an action point to take an extra standard action, that ally can make a saving throw as a free action, adding your Charisma modifier to the roll.)
- ◆ Two Weapon Defense (+1 shield bonus to AC and Reflex.)
- ◆ Two Weapon Fighting (+1 bonus to damage rolls with your main weapon.)
- ◆ WF: Axes
- ◆ WP: Waraxe

## Equipment

- ◆ +3 sacrificial waraxe (Power (Daily): Free Action. Spend a healing surge when hitting, target becomes weakened until the end of your next turn.)
- ◆ +2 Tactician's chain (When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose.)
- ◆ +1 Amulet of Protection
- ◆ Bracers of Defense
- ◆ Helm of Battle
- ◆ Handaxe
- ◆ Standard Adventurer's Kit

## Skills

Acrobatics	+5
Arcana	+7
<i>Athletics</i>	+14
Bluff	+7
<i>Diplomacy</i>	+12
Dungeoneering	+8
Endurance	+9
<i>Heal</i>	+11
History	+7
Insight	+6
<i>Intimidate</i>	+12
Nature	+6
Perception	+6
Religion	+7
Stealth	+5
Streetwise	+7
Thievery	+5

## At-Will Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	Waraxe	Standard	One creature	Melee	+14 vs. AC	1d12+14 damage, 26+3d6 crit
1	Viper's Strike (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	1d12+15 damage, 26+3d6 crit If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.
1	Wolf Pack Tactics (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	1d12+14 damage, 26+3d6 crit Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

## Encounter Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	Inspiring Word (Martial, Healing)	Minor	You or one ally in burst	Close burst 5		The target can spend a healing surge and regain an additional 2s6 hit points. Special: You can use this power twice per encounter, but only once per round.
7	Sunder Armor (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	2d12+14 damage, 38+3d6 crit Until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18–20.
3	Hold the Line (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	1d12+14 damage, 26+3d6 crit Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.
1	Leaf on the Wind (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	2d12+14 damage, 38+3d6 crit You or an ally adjacent to the target swaps places with the target.

## Daily Powers

Lvl	Name	Action	Target	Type	Attack	Effect
9	Knock them Down (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	Hit: 3d12+14 damage, 50+3d6 crit. Target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit. Miss: Half damage, and the target is knocked prone.
5	Turning Point (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	Hit: 2d12+14 damage, 38+3d6 crit. You or one ally within 5 squares makes a saving throw. Miss: You or one ally makes a saving throw against one effect that the target caused and that a save can end.
1	Pin the Foe (Martial, Weapon)	Standard	One creature	Melee	+14 vs. AC	3d12+14 damage, 50+3d6 crit Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

## Utility Powers

Lvl	Name	Action	Target	Type	Attack	Effect
10	Defensive Rally (Daily; Healing, Martial)	Standard	Each ally in burst	Close burst 5		Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.
6	Quick Step (Daily; Martial)	Minor	One ally	Ranged 10		Increase the ally's speed by 2 until the end of the encounter.
2	Knight's Move (Encounter; Martial)	Move	One ally	Ranged 10		The target takes a move action as a free action.